JACK ATTACK

For The Commodore 64

C= commodore
COMPUTERS

GAME DESCRIPTION

The elements of JACK ATTACK look simple: blocks, platforms, water, balloon-like rotating heads and a little red critter (known as 'JACK') that stamps his feet and wiggles his antennae. The object is to use JACK to pull and push the blocks and jump on and off platforms, with the goal being to squash all the rotating heads and rack up as many points as you can. There are several ways to get points: squashing heads, moving blocks around, getting bonuses for landing on all the platforms in a round, and completing a round in less than the allotted time. But the game is harder than it sounds! Each level requires not only skill in moving blocks and squishing heads, but also strategy to get the platform bonus points (by touching all the platforms) and the biggest time bonus (by finishing the level in the fastest time possible). Some levels you just try to survive. On others you will want to pile up points and bonuses. In each level you must develop a specific strategy to defeat that level.

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.

2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.

3. Turn ON the Commodore 64. The JACK ATTACK title screen should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully re-insert the cartridge and try again.

4. Plug your joystick into control port #1. For a two-player game, both players use the same joystick. If you don't press the FIRE BUTTON when the title screen is displayed, the game shows screens explaining how to play JACK ATTACK and the high score page. Press the FIRE BUTTON at any time to start.

GAME PLAY

To begin the game, press the FIRE BUTTON. The screen presents you with the option for a one or two player game. Move the joystick to the LEFT for one player or to the RIGHT for a two player game, then press the FIRE BUTTON. Player 1 may then select the starting level (from 1 to 9) by moving the joystick to the desired level number and pressing the FIRE BUTTON. In a two player game, player 2 automatically starts at the same level as player 1. The introductory screen for Level 1 appears. Press the FIRE BUTTON again to begin play. You must always press the fire button to resume play after completing a level or losing a player. To PAUSE the game, press the RUN/STOP key. To resume play, just move the joystick. Pressing the RESTORE key causes the game to be re-started.

MOVEMENT

To move JACK left, right, or up, move your joystick in the desired direction. JACK can only jump up to the height of three blocks. JACK moves down as a function of gravity, and can fall from any height without injury. The rotating heads can jump or bounce at any height. JACK can only move blocks when they are on the same surface level. JACK can move blocks to the left or right if you hold down the FIRE BUTTON and move the joystick in the direction you want to push or pull the block. By moving blocks, you can reach platforms to score bonus points, or use the blocks to squash heads. A word of caution: do not try to push blocks under piles, since the pile will collapse and JACK will be squashed.

On many levels, water covers part (or all) of the bottom of the screen. The rotating heads can float or bounce on the water, but JACK cannot. You have three JACKs in a game, with a bonus JACK awarded upon reaching 20,000 points. For the first 9 levels, when you lose a JACK, the round restarts with the number of heads remaining when you lost your JACK. After level 10, the round resumes with the full complement of rotating heads.

TIME

The time is kept in the lower right-hand corner of the screen. The timer starts with either 1000, 2000, or 3000 units of time, depending on the level. If you finish the round before the timer expires, you get points for the number of units remaining as a time bonus. If you do not complete the round before the timer runs out, you are not penalized in any way, aside from missing out on bonus points. Another plus for working fast is that you get points for moving blocks around until the timer runs out. The timer also measures the amount of time available to attain the platform bonus. If you are able to get onto each platform before the timer reaches zero, you get bonus points (1000, 2000, 3000, 4000 or 5000 depending on the round.) As the timer approaches zero, however, the platforms begin to disappear. Any blocks sitting on the platforms as time runs out will fall immediately, so try not to stand underneath, or it's squash city.

SCORING

Action	Points
SQUISH HEADS	100 for each head
MOVE BLOCKS	2 for each space moved (until timer expires)
TIME BONUS	1 point for each time unit remaining
PLATFORM BONUS	1000, 2000, 3000, 4000 or 5000 points

PLAYING HINTS

There is more than one way to squash a rotating head...you can jump on them with your JACK, squish them between blocks, drop blocks on top of them from above, or push them off the edge of the screen using the blocks. Sometimes the heads are elusive; one way to increase you chances of getting them is to arrange the blocks so that you have the upper hand. You can set up two blocks so that you have the upper hand. You can set up two blocks so that they are a space apart, and when an unsuspecting head lands in between, push the blocks together. Another helpful tip is to try and arrange it so that there are 'pillars' of two or three blocks. One way this will help is that you can wait on the top of the pile, and jump down on the heads below. Another plus is that sometimes the heads will bounce quickly, staying close to the ground. They are extremely difficult to stomp when moving like this. By setting up pillars, you cause the heads to have to bounce over the blocks, which slows them down and makes them much easier to squash. You cannot move JACK on the water, which will make certain rounds extremely difficult to survive. To reduce the water area, simply push blocks in the water. The blocks will cover the water and form a solid floor that JACK can walk on. In certain levels, the entire floor is water and there are only a few blocks on the platforms. It's wise to push the blocks together as the timer runs down. These are only some general playing hints; you'll need to develop specific gameplans and perfect different moves and strategies to conquer each level. There is a high score table shown after each game, that will help you keep track of how good you are by showing the final levels and scores of your best games. To save a high score on disk or load the saved high score page from your disk drive, press H and move the joystick to select the menu option (LOAD, SAVE or EXIT). Good luck and happy squashing!